

# **Rocket Network Internet Recording Studios Users Manual Version 2.0**



**For Cubase with RocketPower™**

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# Read this First!

The information on this page is very important for the first time Rocket Network user. Please spend a moment reading it.

## What is in this manual?

This manual is divided into sections by application:

- Cubase with RocketPower™
- RocketControl™
- Rocket Network Web Interface

Each section contains information about use and features important to a successful collaboration in a virtual studio. There is also a section in the beginning on the installation of all the applications you need to use Rocket Network.

## What do I need?

Collaborating in a virtual studio requires the following:

- Licensed copy of Cubase VST 4.0 (Macintosh), 5.0 (Windows) or higher
- Cubase VST RocketPower™ update
- RocketControl™ 2.0
- Web Browser (IE 4.5 or Netscape 4.5 or higher)
- Registered username

## How do I get it?

Register your username: <http://www.cubase.net/studios.html>

The following applications are available at:

Cubase VST RocketPower™ update	<a href="http://www.cubase.net/studios.html">http://www.cubase.net/studios.html</a>
RocketControl™	<a href="http://www.cubase.net/studios.html">http://www.cubase.net/studios.html</a>
Microsoft Internet Explorer	<a href="http://www.microsoft.com">http://www.microsoft.com</a>
Netscape Navigator	<a href="http://www.netscape.com">http://www.netscape.com</a>

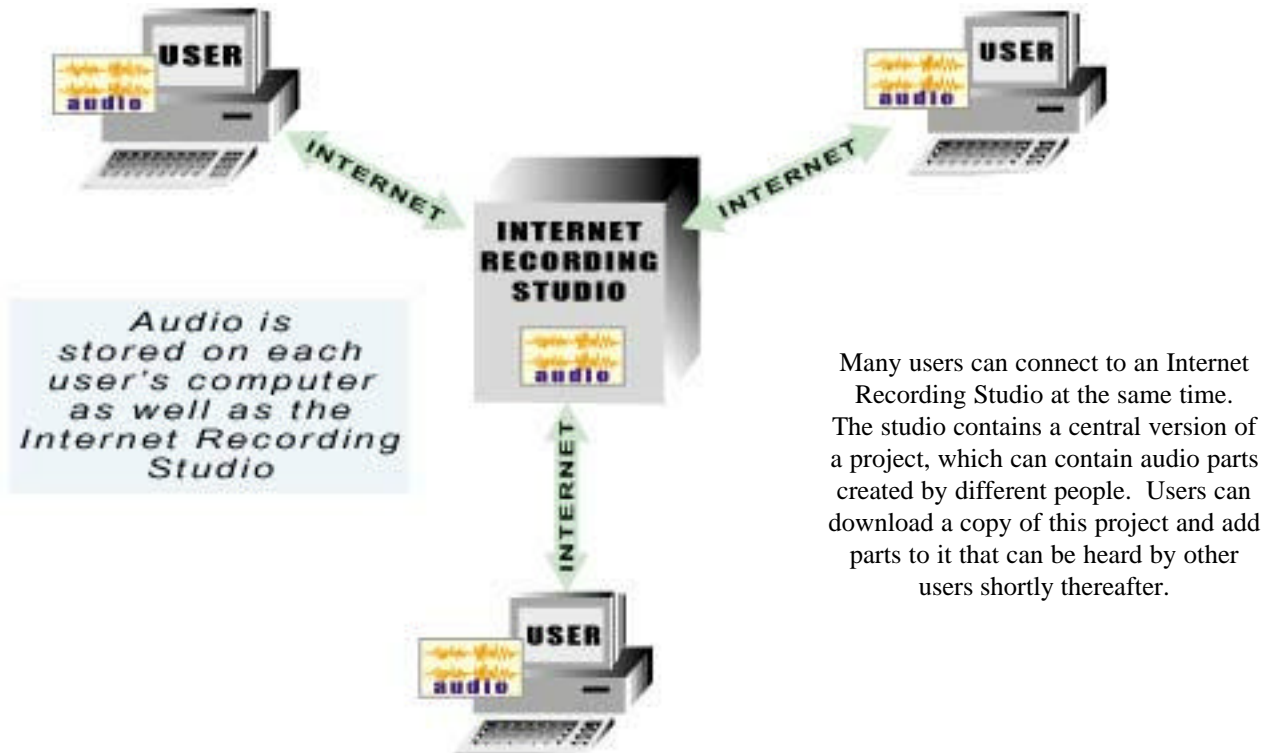
## How do I get help?

Read this Manual	<a href="http://www.cubase.net/studiosupport.html">http://www.cubase.net/studiosupport.html</a>
Quick Start Guide	<a href="http://www.cubase.net/studiosupport.html">http://www.cubase.net/studiosupport.html</a>
Rocket Network Support Area	<a href="http://www.rocketnetwork.com/support/">http://www.rocketnetwork.com/support/</a>
Cubase.net	<a href="http://www.cubase.net/studios.html">http://www.cubase.net/studios.html</a>

## OVERVIEW

Rocket Network is the first and only network of Internet Recording Studios that allows users to meet, collaborate and produce original audio online.

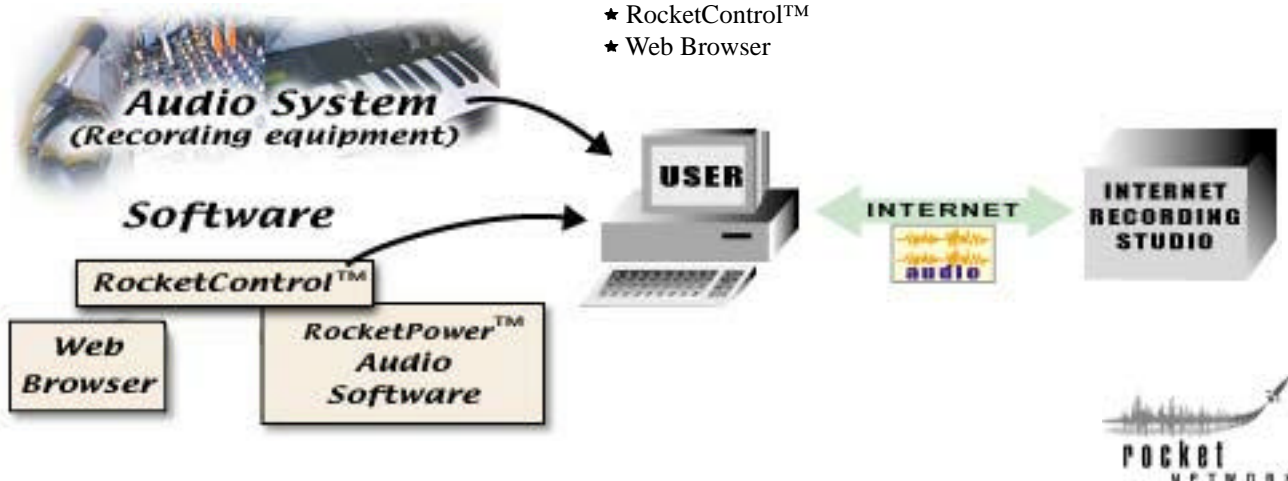
### *The Internet Recording Studio*



### *Your Computer*

Only audio software products such as Cubase VST that have added RocketPower™ can connect to an Internet Recording Studio. To use an Internet Recording Studio you will need:

- ★ RocketPower™ Audio Software (Cubase VST with RocketPower™)
- ★ RocketControl™
- ★ Web Browser



# OVERVIEW

## Software

RocketControl™ is a small downloadable client software application that serves as a floating chat window and navigation tool. Used in conjunction with your web browser, you will be able to locate and enter Internet Recording Studios.

Cubase VST with RocketPower™ will allow you to create, record and “Post” audio and MIDI tracks to everyone in the Internet Recording Studio.

**RocketPower™ Audio Software**

- ▶ Create and record new audio tracks
- ▶ Post and receive tracks to Internet Studio

**RocketControl™**

- ▶ CHAT with others
- ▶ Track status of data transfer

**Web Browser**

- ▶ Navigate between studios
- ▶ Configure Studios and profiles

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# Minimum System Requirements

The system requirements listed below are for RocketControl with inclusions for all of the necessary software components to successfully run a session online.

## Minimum Requirements: **Windows**

- \* 200MHz Pentium processor
- \* Microsoft Windows 98/NT
- \* Minimum 128 MB RAM to run DAW, RocketControl & Web Browser  
Recommend 192 MB
- \* Microsoft Internet Explorer 4.5 or Netscape Communicator 4.5 or better
- \* Cubase VST
- \* 10 MB hard disk space for RocketControl
- \* Screen Resolution: 800x600, 1024x768 or higher recommended
- \* Access to the Internet on the digital audio machine

## Minimum Requirements: **Macintosh**

- \* 200MHz 604e PowerPC processor
- \* Mac OS 8.5.1 or higher
- \* Minimum 128 MB RAM to run DAW, RocketControl & Web Browser  
Recommend 192 MB RAM
- \* Cubase VST
- \* Microsoft Internet Explorer 4.5 or Netscape Communicator 4.5 or better
- \* 10 MB hard disk space for RocketControl
- \* Screen Resolution: 832x624, 1024x768 or higher recommended
- \* Access to the Internet on the digital audio machine



# I. Installation

## 1.1 Check Web Browser Version

Check the version of your web browser. If it is less than the minimum requirements install an updated version. If you need a newer version of your web browser go to <http://www.netscape.com> or <http://www.microsoft.com>.

## 1.2 Create an account

1. Go to <http://www.cubase.net/studio.html>
2. Click the register your cubase.net username link
3. Fill in the Rocket Network Global Registration Form completely
4. Click Submit
5. You're registered!

## 1.3 Install Cubase with RocketPower™ & RocketControl™

Download Cubase with RocketPower and RocketControl at <http://www.cubase.net/studios.html>

You can either download as part of the username registration process or by clicking the download link and entering your existing username/password.

You need both Cubase with RocketPower AND RocketControl to collaborate online.

Once you have downloaded the software:

1. Launch the Cubase with RocketPower installer
2. Go through the Cubase with RocketPower installation process
3. The Cubase with RocketPower installer will launch the RocketControl installer
4. Go through the RocketControl installation process
5. Restart your machine to begin using the software

# II. Cubase with RocketPower™

Cubase with RocketPower is a version update for your Cubase VST application with added functionality for online collaboration. This section covers setting up Cubase VST with RocketPower, activating RocketPower and using RocketPower Features. Start by launching Cubase VST with Rocket Power.

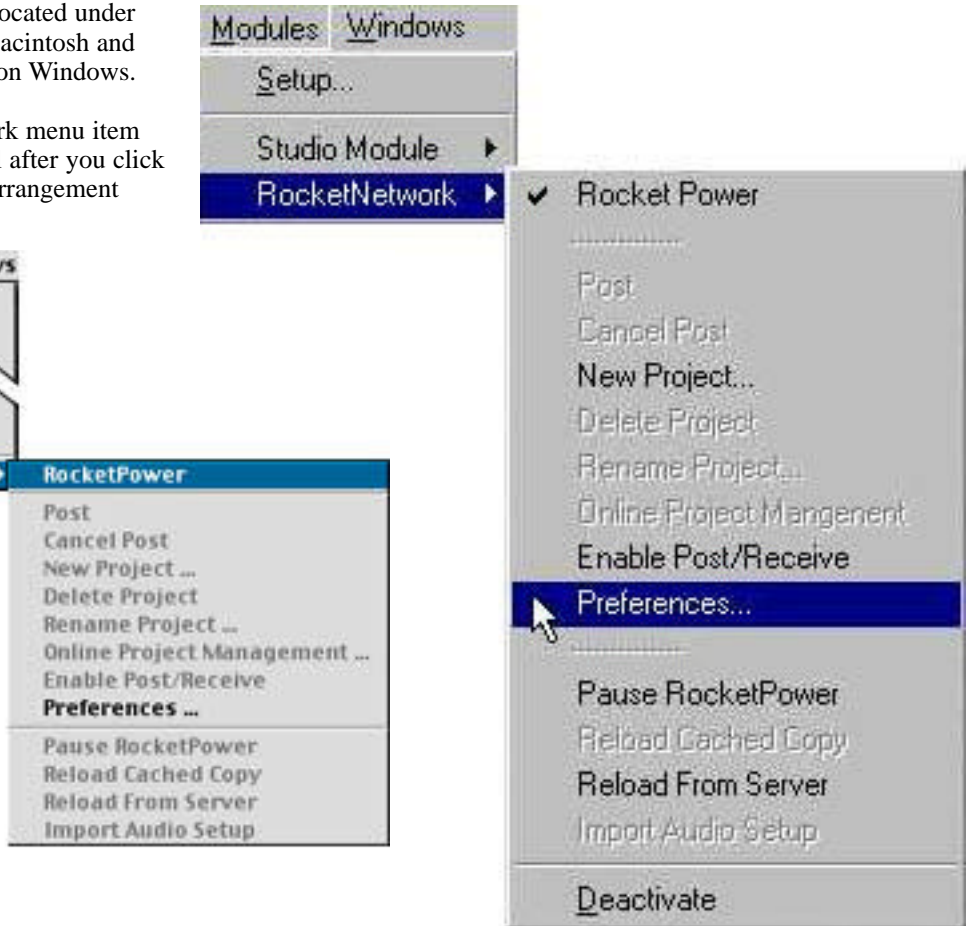
## 2.1 Rocket Network Menu Items

Rocket Network menu items are located under Panels>Rocket Network on the Macintosh and under Modules>Rocket Network on Windows.

You will not see the RocketNetwork menu item under Modules on Windows until after you click the RocketPower button in your arrangement window and log in.



All items in the Rocket Network menu except 'RocketPower' and 'Preferences...' will be disabled until you enter a studio.



Mac Rocket Network Menu

Windows Rocket Network Menu

RocketPower	activates RocketPower in Cubase & launches RocketControl
----	
Post	transfers any new data from your machine to the server
Cancel Post	cancels the Post command
New Project...	creates a new project in the current studio
Rename Project...	changes the name of the current project
Delete Project	deletes the project in the current studio
Online Project Management	brings up the studio page in your web browser
Enable Post/Receive	activates Post and Receive in Cubase
Preferences...	opens the RocketPower preferences in Cubase
----	
Pause RocketPower	pauses Post and Receive commands
Reload Cached Copy	reloads the project from your local folder
Reload from server	reloads the project from data on the server
Import Audio Setup	changes your plugin structure to match that of the project owner



The Rocket Preferences and Audio Pool are used to manage the media you are using and the compression levels that you are posting and receiving. In the preferences you set your default qualities. In the Audio Pool you can manually override the default quality or download additional compression qualities. The compression qualities are important to consider in association with your bandwidth and with the level of project you are producing. If you are on a modem dial up you will probably want to work at preview level. If you are on a fast connection you may want to work at a higher quality from the start. For those on fast connections uploading source, you should also check 'Low' so that those on slower connections can download the more compressed files. For final production make sure that everyone uploads their source files.

## 2.2 Rocket Preferences

Select Preferences from the Rocket Network menu in Cubase to open the Rocket Preferences. This dialog has upload and download options for rendering quality and track information and a choice to auto-enable Post/Receive.

NOTE: Renderings are files of different compression created from source media. These renderings can be sent in place of the source media to save upload and download time. The source media is also considered a rendering.

- ★ Download Quality - Select the quality of files to receive
- ★ Upload Quality - Select the renderings to send from your machine when Posting. (See RocketControl Preferences for more on compression ratios for each rendering quality)
- ★ Default Midi Devices - Set your default GM (General MIDI) device.
- ★ Auto Allocate MIDI channel - Check this box to allocate channels to MIDI automatically, rather than keeping the sender's channel assignment. Good for avoiding track conflicts in your local setup, but hard to keep tracks coordinated with fellow collaborators.
- ★ Auto Allocate Audio channel - Check this box to allocate channels to incoming audio tracks automatically. Good for avoiding track conflicts in your local setup, but hard to keep tracks straight with fellow collaborators.
- ★ Erase unused before Posting - Destructive edit on all audio not included in the arrangement when you post. CAUTION! Be sure you want to delete unused audio when using this setting.
- ★ Use Coloring and Sort by Owner - Check this box to have incoming tracks organized and colored by owner.
- ★ Automatically Enable Post/Receive when entering a Studio
  - No** - manually enable Post/Receive whenever you enter a Studio by clicking the receive button on the Arrangement Window

**Yes** - automatic receive enabled

**Ask** - a dialog asking if you would like to receive the project appears on studio entry

**Don't Ask** - you will automatically receive the project on studio entry





## 2.3 RocketPower™ Audio Pool Features

From the Cubase Audio Pool you can individually or collectively manage the renderings that you send to and receive from the server. Your default Post and Receive rendering qualities are set in the preferences. However, after working on a project with Standard or Preview renderings, you may want to upload and download source renderings to complete the project. The items below describe the tools available in the Audio Pool to accomplish this task.

### Macintosh:

- ★ Quality - Popup menu shows renderings available. Select the rendering to be inserted into the Arrange window. Renderings that are not available will be grayed-out. If you select a rendering that is not available locally, it will be downloaded from the server when selected in the popup menu.
- ★ Broadcast - Checked items shown in the popup menu are currently posted. Select unchecked items to post those renderings to the server.

File Menu Items (between Do and View menus in the Audio Pool):

- ★ Convert SDII to AIFF - Converts SDII files in the audio pool to AIFF.
- ★ Delete Low Quality Renderings - Deletes low quality renderings locally. These renderings may be received again by selecting them from the Quality popup menu in the Audio Pool.
- ★ Get Best Quality - Receives best quality renderings available from the server of all files in the audio pool.
- ★ Post Best Quality - Posts source renderings of all owned files in the audio pool.

### Windows:

- ★ Quality - Popup menu shows renderings available. Select the rendering to be inserted into the Arrange window. Renderings that are not available will be grayed-out. If you select a rendering that is not available locally, the file will be downloaded from the server when selected from the popup menu.
- ★ Post as - Checked items shown in the popup menu are currently posted. Select unchecked items to post those renderings to the server.

File Menu Items (in the Audio Pool):

- ★ Delete Low Quality Renderings - Deletes low quality renderings locally. These renderings may be received again by selecting them from the Quality popup menu in the Audio Pool.
- ★ Get Best Quality - Receives best quality renderings available from the server of all files in the audio pool.
- ★ Post Best Quality - Posts source renderings of all owned files in the audio pool.

## 2.4 Setting up RocketPower™ Preferences in Cubase

### 2.4.1 File Compression Settings

Rocket Network provides three choices for compression when sending or receiving files. Ideally you will post all three renderings. Users with slower connections can then receive preview versions and users with faster connections can receive Standard compression or source versions. However, you may choose to send one, two or three different renderings depending on YOUR connection speed.

To set the default post and receive compression preferences:

#### Macintosh:

1. Select Panels>Rocket Network>Preferences...
2. Check each rendering quality to post to the server in the Upload Quality box
3. Select the quality to receive from the server in the Download Quality box
4. Make a second selection in the 'If Unavailable take' section of the Download Quality box
5. Click Ok

#### Windows:

1. Select Modules>Rocket Network>Preferences
2. Check each rendering quality to post to the server in the Upload Quality box
3. Select the quality to receive from the server in the Download Quality box
4. Make a second selection in the 'If Unavailable take' section of the Download Quality box
5. Click Close

WINDOWS USERS NOTE: If the Rocket Network Module is not available in the Modules menu, select Setup... from the Modules menu. Toggle the 'Active' status of the Rocket Network Module to 'Yes'. The RocketControl login screen will launch. Ignore the login screen for the moment and bring Cubase back into focus. Rocket Network should now appear in the Modules menu.



## 2.5 Activating RocketPower™

After setting up and configuring Cubase, you are ready to activate RocketPower and go online.

1. Open your internet connection as usual
2. Click the RocketPower button in the top right side of the Arrange window. If you do not see the RocketPower button in the Arrange window, expand the window to the right until the button is visible.
3. RocketControl will launch and present you with a login screen.
4. Enter your username and password and click 'Connect...'.
5. Your web browser will launch and bring up your Home Studio Page.

You are now connected to Rocket Network. To learn more about navigating online recording studios see Section IV.

NOTE: If you do not have a username and password, see **Registering a username** and **Professional Registration** in Section 3.2.

## 2.6 Starting an Online Project

The term Online Project describes the contents of the current Internet Recording Studio in your Cubase Arrange window. You start a new Online Project when posting or receiving a project for the first time.

**You can start an Online Project in three ways:**

### 2.6.1 Creating a blank Online Project

Start in a clear Internet Recording Studio to create a new Online Project.

#### Macintosh:

1. Select Panels>Rocket Network>New Project...
2. Name the Project
3. Choose an Audio Files folder and click Choose
4. Click Ok to the dialog prompting you to 'Make sure to save this song under a new name'
5. In the 'save this song as' dialog, point to your Audio Files folder and name the song
6. Click Save
7. You now have an empty Online Project.

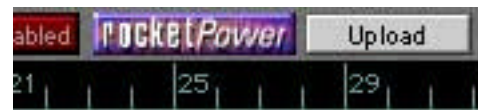
#### Windows:

1. Select Modules>Rocket Network>New Project...
2. Name the Project
3. Choose an Audio Files folder and click Choose
4. Click Ok to the dialog prompting you to 'Make sure to save this song under a new name'
5. In the 'save this song as' dialog, point to your Audio Files folder and name the song
6. Click Save
7. You now have an empty Online Project.

### 2.6.2 Posting an existing Cubase Song to create an Online Project

Start in a clear Internet Recording Studio to create a new Online Project.

1. Open an existing Cubase Song
2. Click the Upload button to the right of the RocketPower button in the Arrange window
3. Name the project and click Ok
4. Choose an audio files folder and click Choose
5. Click Ok to the dialog prompting you to 'Make sure to save this song under a new name'
6. Your audio, MIDI and arrangement will be transferred to the Studio
7. Your Song is now an Online Project.



### 2.6.3 Receiving a session from the server to create an Online Project

Join a session in progress.

1. Navigate to an Internet Recording Studio (See Web Interface section)
2. Receive the active Session (See RocketPower preferences)
3. Choose an Audio Files folder and click Choose
4. Click Ok to the dialog prompting you to 'Make sure to save this song under a new name'
5. In the 'save this song as' dialog, point to your Audio Files folder and name the song
6. Click Save
7. The contents of the Studio you entered are now an Online Project



## 2.7 Posting updates to the Session

A Post refers to any change sent to the server from your local machine. Changes and additions you make locally will not be sent to the server until you Post them. To Post an update, click the Post button to the right of the RocketPower button in the Arrange window.

## 2.8 Clearing the active project from an Internet Recording Studio using Cubase

You can clear an active project if you have Owner, Co-Owner or Project Management permissions to a given Internet Recording Studio. For more information on Studio Permissions & Studio Management, see **Web Interface** section 4.3.

### To clear the active project from Cubase:

**Macintosh** - select Panels>Rocket Network>Delete Project to clear the active project.

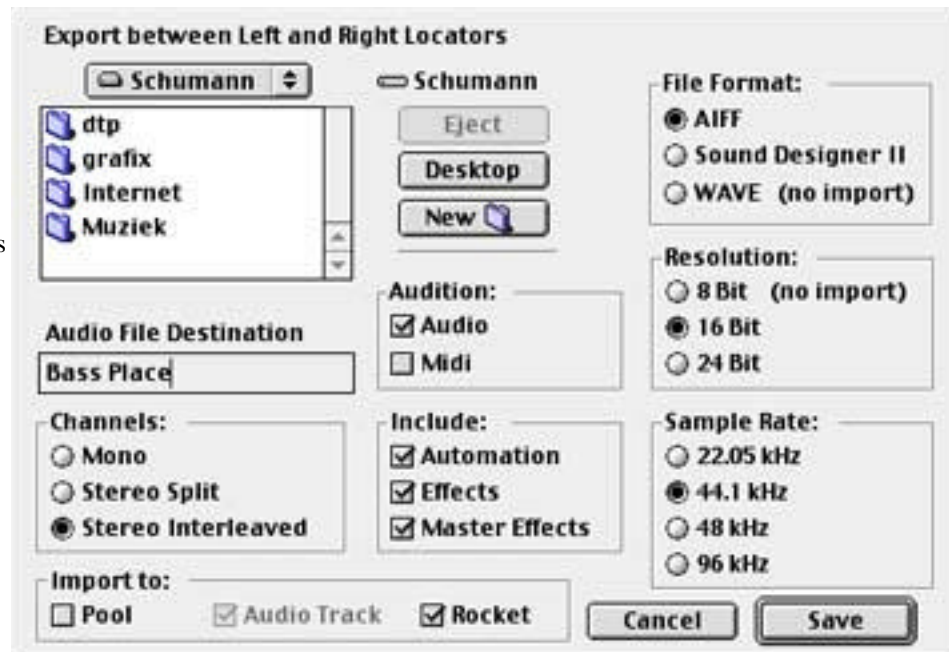
**Windows** - select Modules>Rocket Network>Delete Project to clear the active project.

## 2.9 Exporting a Mixdown

Follow these steps to export an audio mixdown to your Studio Mixdown page. You must be connected to Rocket Network to add Mixdowns to your Studio Mixdowns page.

### Macintosh:

1. Mute any unwanted tracks in your Arrangement and surround the desired clip with the left and right markers
2. Select File>Export>Audio Tracks
3. Check the Rocket checkbox and all other desired properties
4. Enter a name for the mix in the Audio File Destination field and select a local directory to save the file
5. Click Save
6. The mixed audio file will be saved locally in the place you chose and the Mixdown will be added to your Mixdowns page automatically.



### Windows:

1. Mute any unwanted tracks in your Arrangement and surround the desired clip with the left and right markers
2. Select File>Export Audio File...
3. Check the Rocket checkbox and all other desired properties
4. Enter a name for the mix in the Filename field and select a local directory to save the file
5. Click Create File
6. The mixed audio file is saved locally in the place you chose and the Mixdown will be added to your Mixdowns page automatically.

For a broader explanation of Mixdowns, see Studio Details in the Web Interface section.





## 2.10 Preparing to create a final mix

If you use compressed versions of files to create your projects, you should change to source files for the final mix. The following describes getting source files to and from the server.

### Uploading Source Files

#### Macintosh:

Send source renderings of all selected files in the Audio Pool:

1. Select Panels>Audio Pool to open the Audio Pool
2. From the File popup menu, select Post Best Quality

Send individual source renderings:

1. Select Panels>Audio Pool to open the Audio Pool
2. Highlight the file you would like to post
3. In the highlighted portion click and hold under the word Broadcast
4. There are checkmarks next to the renderings already sent.
5. Select the rendering you would like to post



Mac Audio Pool Menu

#### Windows:

Send source renderings of all selected files in the Audio Pool:

1. Select Panels>Audio Pool to open the Audio Pool
2. From the File popup menu, select Post Best Quality

Send individual source renderings:

1. Select Audio>Pool to open the Audio Pool
2. Highlight the file you would like to post
3. In the highlighted portion click and hold under the word Broadcast
4. There are checkmarks next to the renderings that have been sent.
5. Select the rendering you would like to post



Windows Audio Pool Menu

### Downloading Source Files

To download Source files go under the same menu in the Audio Pool and select Get Best Quality.

## 2.11 Import/Export Audio Setup

Import/Export Audio setup takes a snapshot of your setup which you can then upload as an arrangement if you are the owner of the project. Everyone else can read it. All of the settings including your bus settings, VST plugin settings, number of tracks, effects settings, etc. are included.

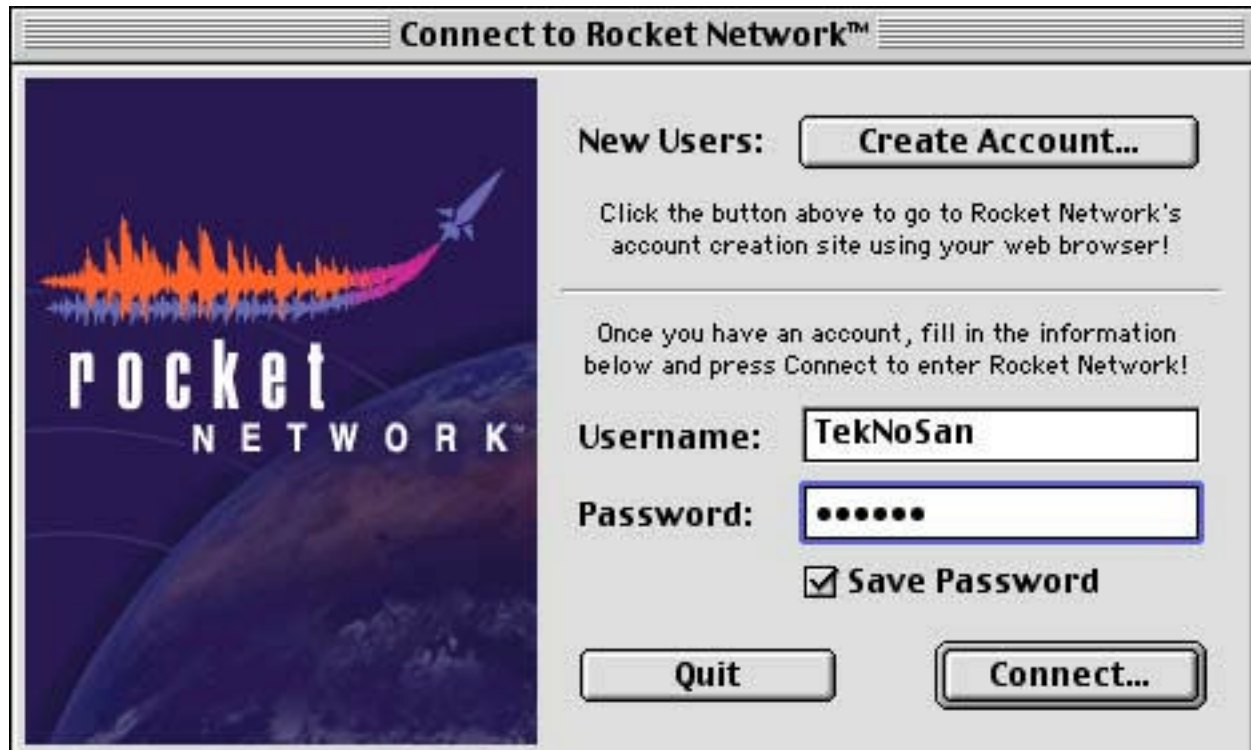




### III. RocketControl™

RocketControl and its accompanying Web Interface manage all aspects of the Internet Recording Studios, file compression management, and communication with other users on the system.

This section covers using the RocketControl interface.



#### 3.1 Launching RocketControl™

RocketControl can be launched two ways. Click the RocketPower button from within Cubase VST with Rocket Power as described in the previous section or double click the application icon for RocketControl. If you do the latter you will still need to launch Cubase VST with RocketPower separately.

You should see a login splash screen with username and password fields. You will also see 'Connect...', 'Quit' and 'Create Account...' buttons. Windows users will also see an 'Advanced...' button.

You need to register a username to login. If you already have a username and password and have upgraded to Professional Registration, skip to Connecting (section 3.3).

## 3.2 Registering a new username and Professional Registration

You must have a registered username to login and interact in a virtual studio. Basic registration gives you the ability to access Public Studios, chat with others online, and send and receive messages.

Upgrading to Professional Registration gives you the ability to:

- ★ Enter Private Studios
- ★ Build a list of Studio Favorites for quick studio access.
- ★ Build a list of User Favorites allowing you to keep track of fellow collaborators and friends.
- ★ Customize your User Profile with images and additional information related to your skills and abilities. The Rocket Network search engine targets this profile information, enabling other audio professionals to find you.

NOTE: The username you register here is displayed to others on the system. Choose a username you want to be known by! Follow the steps below to register your username and upgrade to Professional Registration.

### 3.2.1 Register a username:

You need to register a username before you can download the software. To register a username follow these steps:

1. Go to <http://www.cubase.net/studios.html>
2. Click the register your cubase.net username link
3. Fill in the Rocket Network Global Registration Form completely
4. Click Submit
5. You're registered!

The following steps will guide you through Professional Registration. If you've just completed the Rocket Network Global Registration Form, click the Pro Registration link and go directly to step 3.

### 3.2.2 Upgrade to Professional Registration:

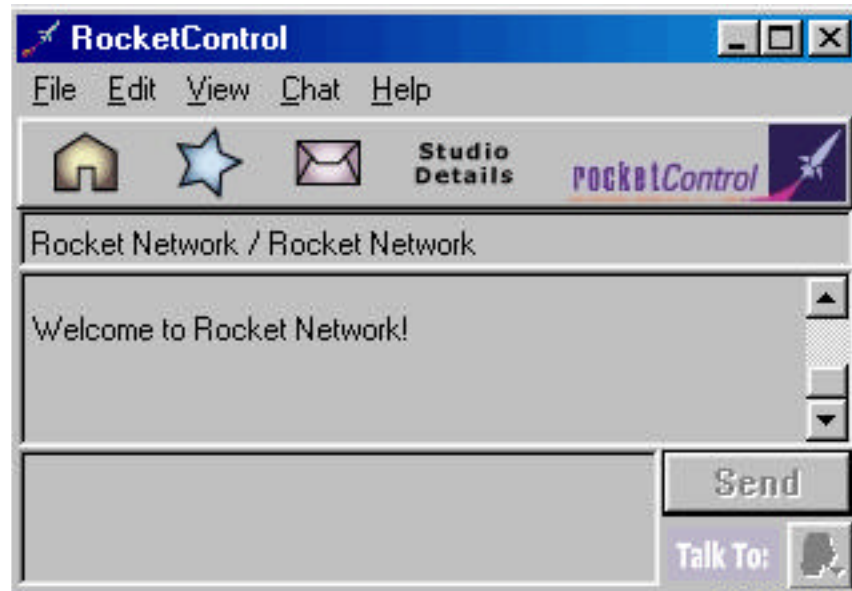
1. If you previously registered a username and wish to upgrade to Professional Registration, launch RocketControl and login to Rocket Network.
2. From your Home Studio Page, click the Upgrade to Pro link next to your username
3. Click the 'Pro Register' link
4. Fill out the Rocket Network Pro Registration Form and click Submit Information
5. Follow the instructions to submit the displayed information. This will be the last chance to cancel or modify the transaction.
6. You are now Registered as a Professional!

You can also get a pro registration along with the purchase of a private studio. Follow the link in the cubase.net studio center to purchase a private studio.

### 3.3 Connecting

With RocketControl launched you are at the connect splash screen. Enter your username and password and click the 'Connect' button. Your web browser will launch and take you to your Home Studio page. From here you can execute any of the functions described in the following section, **Using RocketControl**.

Note: If you have trouble connecting seeSection 3.5.2.



### 3.4 Using RocketControl™

#### 3.4.1 Navigation with RocketControl

RocketControl has certain basic navigation commands built into the interface. When clicked, the buttons under the menu bar will activate your web browser and open the associated webpage.

- |                              |   |
|------------------------------|---|
| ★ Home Studio (House Button) | navigates you to your Home Studio and opens your Home Studio page             |
| ★ Favorites (Star Button)    | opens your Favorites page   |
| ★ Messages (Envelope Button) | opens your Messages page  |
| ★ Studio Details             | shows the current studio's page and it's occupants                            |
| ★ Rocket Icon                | opens <a href="http://www.rocketnetwork.com">http://www.rocketnetwork.com</a> |

For more on navigating virtual studios, see the Web Interface (section IV).

### 3.4.2 RocketControl Menu Items

Make sure you have RocketControl in focus for the menu items to be available.

File>Disconnect	disconnects from the virtual studios, brings you back to login splashscreen
File>Quit	quits RocketControl
----	
Edit>Undo	Undo last operation
Edit>Cut	Cut selected and place into the clip board
Edit>Copy	Copy selected into the clip board
Edit>Paste	Place contents of clip board to insertion point
Edit>Compression Preferences	set preferences for post and receive quality
Edit>Network Preferences	set http tunneling
----	
(Windows Only)	
View>Toolbar	Checkmark makes buttons visible
View>Status Bar	Checkmark makes Status Bar visible
View>Always on Top	Checkmark keeps RocketControl on top of all other applications on the desktop
----	
Chat>Say	Speak to the other users in the studio
Chat>Action	Perform an action in the chat window
Chat>Set Font	Opens dialog with various font properties for RocketControl
----	
(Macintosh)	
Help>Rocket Network Help Site	Opens the Rocket Network support site in your web browser
Help>Version...	Displays version information for RocketControl
----	
(Windows)	
Help>Help Topics	Opens the Rocket Network support site in your web browser
Help>About Rocket Control...	Displays development and support credits for RocketControl
Help>Versions	Displays version information for RocketControl

### 3.4.3 Chat

Chat is the primary interactive feature within the RocketControl panel. There are two types of chat, (public) chat and private chat. The chat window allows you to speak with other users in your current studio or simulate an action.

All current occupants of a Studio share the main chat window. Everything typed into the main chat window can be viewed by all studio occupants.

To chat, click your pointer in the bottom part of the window, type what you want to say and click send.

Example: (The user in the below examples is Jill)

Input: Hi Everyone! How's it going?

Result:

You will see this text as: You say, "Hi Everyone! How's it going?"

Everyone else will see: Jill says, "Hi Everyone! How's it going?"

To simulate an action, such as waving, type a colon ( : ) and the action you want to perform.

Example:

Input: :waves

Result:

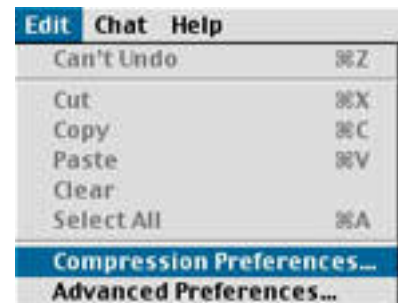
You will see this text as: Jill waves

Everyone else will see: Jill waves

The Private Chat feature allows any two users in a given studio to communicate privately. To start a private chat session, click the head icon button in the lower right corner of RocketControl and select a username from the pop-up list. A new Private Chat window will appear. As soon as you make your first entry, the person you selected will be notified that you are attempting to chat with them by flashing the 'talk to' button. After initiating the Private Chat session, the Talk To: button acts as a toggle allowing you to hide the Private Chat window or make it visible.

## 3.5 Preferences

There are two sets of preferences in RocketControl. The Compression Preferences determine the compression ratios and settings for the different upload qualities you set in Cubase. The Advanced preferences are network options designed to aid those who are behind a firewall that doesn't have the necessary ports open. To open either set of preferences, go to the Edit menu and select the desired set of preferences. Mac users, make sure you have RocketControl at the front.

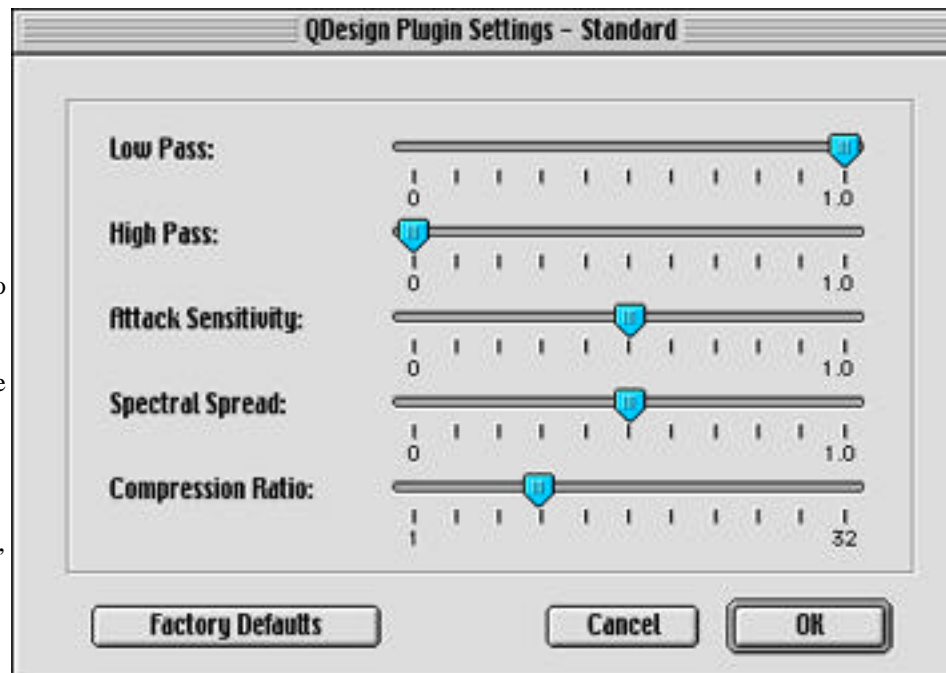


### 3.5.1 Compression Preferences

The Compression Preferences dialog has buttons for three compression choices: lossless, standard and preview. Lossless compression is slated for a future release. By clicking the settings button next to the standard or preview mode you will be presented with an additional dialog that has five adjustable parameters. These parameters allow you to determine the compression settings for the upload quality available in Cubase VST with RocketPower. There will ultimately be several compression choices to choose between.

The five parameters are:

- ★ Low Pass: Upper bound on the bandwidth used for encoding. A higher value increases sensitivity to low-band frequencies.
- ★ High Pass: Lower bound on the bandwidth used for encoding. A higher value increases sensitivity to high-band frequencies.
- ★ Attack Sensitivity: Adjusts the transient response. A higher value allows the codec to respond to transients more quickly.
- ★ Spectral Spread: Adjusts the tonal vs. "noise-like" coding. A higher value should be used for complex, percussive signals.
- ★ Compression Ratio: Adjusts the compression ratio from 1:1 through 32:1.



The 'Factory Defaults' button will reset these five parameters to their original settings.

### 3.5.2 Network Preferences

The Network Preferences dialog allows for HTTP Tunneling. If you have trouble connecting through a firewall you should check the Use HTTP Tunneling checkbox and try reconnecting. Changes to this preference only take effect the next time you login. Please note that using HTTP Tunneling significantly diminishes performance. You should contact your systems administrator to open the correct ports.

Ports are logical connection places, using the Internet's protocol, that connect your computer to our server. The ports that need to be open in your firewall are as follows.

- ★ With HTTP Tunneling OFF: 1101, 1102, 1103, 1104, 1105, 2468, 5555
- ★ With HTTP Tunneling ON: 80

## 3.6 Status Indicator

The text underneath the buttons shows the current state of RocketControl. The Rocket icon in the upper right corner of RocketControl also shows activity by animating when posting or receiving data. The processes shown in the status indicator are:

- |                                      |  |
|--------------------------------------|--|
| ★ Posting or Receiving Project       | shows upload and download of project data                |
| ★ Compressing or Decompressing media | shows compression and decompression of source media      |
| ★ Posting or Receiving Media         | shows upload and download of media                       |
| ★ Communicating with Server          | indicates general communication with the server          |
| ★ Disconnected                       | indicates you are currently disconnected from the system |
| ★ Post/Receive Paused                | indicates events to and from the server are paused       |
| ★ Studio Center: Studio              | names the Studio Center and Studio you are currently in  |

In the case of uploads, downloads, compressing or decompressing, the current process as well as the percentage of completion will be displayed. The others only show the current state.



## IV. Web Interface

The Web Interface is a navigation and administration tool. It contains information on Studios and Studio Centers, users, music industry news, and Support. It integrates directly with Rocket Control and Cubase VST with RocketPower. When you navigate to a Studio using the Web Interface, Rocket Control's chat window will represent that Studio and Cubase with RocketPower can download the contents of that Studio.



The logo for the current studio center is always in the top left corner.

Along the top of the page is a static bar with buttons for Home Studio, Favorites and Messages. On the top right are buttons for news, find people, logout and support

The left column gives an overview of Studios and Users currently available to you. Click the Studios Tab to see a list of Public and Private Studios you can access. Click the Users Tab to see a list of users currently online and in Studios to which you have access.

The center pane always shows your current studio at the top. This is the Studio you are actively in. Below the current studio info are tabs for Studio Details, Mixdowns, Load/Save and Studio Permissions.

The right column contains news and info about the music industry and/or the studio center.





## 4.1 Main Navigation Bar

The Main Navigation Bar is located along the top of the Web Interface at all times. Notice that the three main buttons in RocketControl are also available here. There are buttons for news, find people, technical support and a button to log out.

## 4.2 Studio List/User List

The Studio List shows all of the Studios that you have permission to enter in the current Studio Center. By clicking the 'Info...' button you can see information on the status of the studio. Live users, the project name, the last modification date, contributors, available media and your permission level are all displayed. The User List shows all the users that are online and are in Studios that you have permission to enter. For more information on Studio Permissions, see Studio Details under Home Studio Page/Current Studio Page. Either the Studios or the Users list is visible at all times on the left side of the Web Interface. Toggle between the two lists by clicking the desired tab.



## 4.3 Studio Info

### 4.3.1 Home Studio Page/Current Studio Page

If you purchase a Private Studio, it will become your Home Studio. Every time you login you will enter your Home Studio and your Home Studio Page will be displayed. Users without a Private Studio will go to the default Home Studio for their Studio Center.

The Current Studio Page displays details of the studio you are in.

Most of the information in this section applies to both the Home Studio Page and the Current Studio Page. They will be referred to as the Current Studio Page unless a difference applies.



### Studio Details

General Studio information is displayed in the Web Interface when you click the Studio Details button on RocketControl. You can also click the Studio Details tab of the Current Studio Page in the Web Interface to obtain the same information. If you are currently in your Home Studio, you may accomplish the same thing by clicking the Home button on either RocketControl or the Web Interface.



## Items in Studio Details:

### Studio Name

The name of the Current or Home Studio is always displayed at the top of the Current or Home Studio Page. The owner of the Studio is listed directly under the Studio Name.

### Your Permission Level

Your Permission level in a studio dictates what you can do within that Studio:

★ Owner	The Owner of a studio is the user who purchased the lease. An Owner can add, delete and modify the Permissions of all users in his/her studio. The owner can lockout all other users from the studio. The Owner also has the ability to save, delete, load, create and contribute to projects.
★ Co-owner	The Co-owner of a studio can add, delete and modify Permissions of users with Project Manager Permissions or lower. The Co-owner may lockout all other users from the studio. The Co-owner also has the ability to save, delete, load, create and contribute to projects.
★ Project Manager	The Project Manager may save, delete, load, create and contribute to projects.
★ Can Contribute	The Contributor may receive the project, add and remove his tracks to/from the project.
★ Enter	Permission to enter allows the user to enter the studio and chat with other users. A user with enter permission will not be able to receive or post to the current project.

Your Permission level is listed under the Studio Name in the same graphic. For information on how to set Studio Permissions, see **Studio Permissions** later in this section.

**Current Occupants** – The current occupants of a Studio are displayed at the top of the Studio Details tab in the Current Studio Page. You can also find the current occupants in the Studios List. Click the desired studio's name and the current occupants are listed as Live Users.

**Active Project Info** – The Active Project Info box contains information about the project currently loaded in the Studio. The information includes which application created the project, when it was created, project size and project notes. To edit the Active Project Info, click the Edit Notes button in the Active Project Info title bar.

**Other Studio Info** – The Other Studio Info box has a space for a custom url link and an additional field for Studio notes. This box will be displayed with any loaded project. To edit this box, click the Edit button in the Other Studio Info title bar.

## **Mixdowns**

Mixdowns are full audio mixdowns of current Projects that can be posted to Rocket Network and accessed by anyone. Mixdowns can be played from the Mixdowns tab in the Current Studio Page or they can be e-mailed to anyone in the form of a link to the file. There are links to play, delete and e-mail the Mixdowns from the Mixdowns tab.

For more information on creating and posting Mixdowns, see section **2.9 Exporting a Mixdown**.

## **Load/Save**

The Load/Save tab in the Current Studio Page is the project management area. From here you can save, delete and load your projects.

To save a project:

1. Enter the name of the project in the name field
2. Enter accompanying notes in the notes field (optional)
3. Click save

To load or delete a project, click the appropriate button to the right of the project's name.

## **Studio Permissions**

Studio Permissions are the levels of access given to users in a private studio. Only Studio owners and co-owners may set Studio Permissions. All users have Contributor permissions in public Studios.

To set the Permissions for a user in a Private Studio:

1. Click the Studio Permissions tab in the Current Studio Page
2. Click Add User
3. Type in the name of the user
4. Select the Permission level you would like to give them
5. Click Submit

For more information on what each Permission level means, see Your Permission Level under Studio Details earlier in this section.

## **4.3.2 Favorites**

The Favorites list works like bookmarks in your web browser. Everything you add to your Favorites is only a click away. To access your Favorites, click the Favorites button in the Main Navigation Bar. You can also activate the Favorites page by clicking the star button in RocketControl. You can add Studios that you have permission to enter and Users to your Favorites.

### **Adding Favorites**

To add a studio to your favorites list, navigate to that studio and click the Add to Favorites button.

To add a user to your favorites list:

1. Click the Users tab in the left column to expose the users list
2. Click the arrow next to the Username to add
3. Click on the See Profile link
4. Click Add to Favorites button

## **Using Favorites**

Your Favorites stores links to studios and users that you choose. Use your Favorites to quickly access Studios and join users that you are working with.

## **Deleting Favorites**

To delete and manage your Favorites:

1. Click the Favorites button in the Main Navigation Bar to open Favorites
2. Click the Edit button
3. Remove any unwanted Favorites by clicking the Delete button next to the given Favorite

## **4.3.3 Messages**

The Messages feature allows you to exchange messages with other Rocket Network users. To access your Messages, click the Messages button in the Main Navigation bar.



## **Composing a message**

To compose a message, click the Compose Message button in the messages window. Fill in the appropriate fields and click Send. Be sure to enter the recipient's Rocket Network username and NOT an email address in the To: field.

## **Replying to a message**

To Reply to a given message, click the Reply button next to that message. Fill out the appropriate fields and click Send.

## **Deleting a message**

To delete a message, click the Delete button next to that message.

## **4.4 Additional Information**

### **4.4.1 Studio Centers**

Studio Centers are third-party resellers of Rocket Network studios. Each Studio Center is a community for Rocket Network users with individual sets of features and promotions. Rocket Network does not currently sell individual private Internet Recording Studios. Current Rocket Network Studio Centers include: Cubase.net & HarmonyCentral.com.

#### **Studio Center Registration**

You registered into the Cubase.net Studio Center when you created your username.

#### **Purchase a Private Studio**

You can purchase a private studio in any of the available studio centers. To purchase a private studio in the Steinberg studio center go to <http://www.cubase.net>

#### **Purchase a Studio Center**

To find information about purchasing a studio center go to <http://www.rocketnetwork.com/solutions/index.html>

### **4.4.2 Accepting .rcn files**

.rcn files contain navigation information read by RocketControl. Windows users who use Netscape will have to be aware that Netscape Navigator cannot currently be configured to automatically accept .rcn files. Therefore, if you are asked to Open or Save a file of type .rcn, you should choose Open. This will allow you to navigate to Studios on the Rocket Network.

### **4.4.3 Finding Other Users**

Rocket Network has a current user database that is searchable by many criteria. To find a specific user or type of user, click the Find User button in the Main Navigation Bar. From the main search page you can search by Username, First Name or Last Name. If you want a more advanced search, click one of the Other Searches links below the Search button.

## V. Glossary

<b>.rcn files</b>	Rocket Control Navigation files. They are read by Rocket Control to facilitate studio navigation.
<b>Action</b>	Chat command feature to simulate actions like, “waves” or “will be right back.” see section <b>3.4.3</b>
<b>chat</b>	Written text in the chat window of RocketControl to represent conversation.
<b>Current Studio</b>	The Internet Recording Studio you are currently in.
<b>Current Studio Page</b>	Web representation of your current studio.
<b>DAW</b>	Digital Audio Workstation.
<b>Download Quality</b>	The quality of audio that you would like to receive. Set this parameter in the Rocket Network Preferences in Cubase. see section <b>2.4.1</b>
<b>Favorites</b>	Custom links to your favorite Users and Internet Recording Studios.
<b>File Compression</b>	Reducing a file size by means of an encoding algorithm. File compression can greatly increase upload and download speeds, but may reduce audio quality.
<b>Home Studio</b>	The studio that you enter upon activating RocketPower.
<b>Home Studio Page</b>	Web representation of your Home Studio.
<b>HTTP Tunneling</b>	Routes RocketControl traffic through port 80 in your firewall. The HTTP protocol enables RocketControl traffic to be routed from a World Wide Web server. While this method is not as robust or efficient as opening the proper ports on your firewall, it provides a reasonable method for delivering content.
<b>Internet Recording Studio</b>	Server location that contains the current online project.
<b>Main Navigation Bar</b>	Top section of the Web Interface. It has a static set of navigation links.
<b>Mixdown</b>	Exported audio mixdown from a given project that is posted in the Studio Mixdowns area in the Web Interface.
<b>Navigation</b>	Moving from Studio to Studio through the Web Interface.
<b>Online Project</b>	Contents of the Studio and it’s representation in your audio sequencer.
<b>Permissions</b>	The level of control you have within a given studio.
<b>Post</b>	Upload the changes you have made to the Online Project from your audio sequencer.
<b>Private Chat</b>	Chat with one other user in a Studio displayed in an auxiliary window.
<b>Private Studios</b>	Studios that are owned and controlled by individuals or private groups.
<b>Professional Registration</b>	Full feature registration with Rocket Network. see section <b>3.2</b>

<b>Project Management</b>	Ability to save, delete and load projects in a private studio.
<b>Public Studios</b>	Studios that can be entered and contributed to by any Rocket user.
<b>Receive</b>	Download the changes others have made to the Online Project.
<b>Renderings</b>	Different compressed or uncompressed versions of the source media.
<b>Rocket Cache</b>	Local storage of downloaded and decompressed media from the server.
<b>Rocket Network</b>	A network of data servers that work in conjunction with a web browser, RocketControl and an audio sequencer to allow audio and MIDI collaboration over the internet.
<b>RocketControl</b>	Software application that works with your web browser and audio sequencer to post and receive audio and MIDI to and from the Rocket Network.
<b>RocketControl Status Bar</b>	Provides text information on the current status of upload or download of data to the Rocket Network.
<b>RocketControl Status Indicator</b>	see <b>RocketControl Status Bar</b>
<b>RocketPower</b>	Ability to collaborate on the Rocket Network; built into a DAW application.
<b>Say</b>	Chat command feature to simulate talking.
<b>Source Files</b>	Original audio files recorded or imported into the audio sequencer.
<b>Studio</b>	see <b>Internet Recording Studio</b>
<b>Studio Center</b>	Community of Internet Recording Studios run by third party resellers and distributors.
<b>Studio Details</b>	General information on the status of a given Internet Recording Studio.
<b>Studio Info</b>	Main body of the web page that contains information on the current Internet Recording Studio.
<b>Studio List</b>	List of Public and Private studios that are currently accessible.
<b>Studio Mixdown</b>	see <b>Mixdown</b>
<b>Studio Navigation</b>	see <b>Navigation</b>
<b>Studio Permissions</b>	see <b>Permissions</b>
<b>Studio Profile</b>	Editable information about a Studio posted on that Studio's Current Studio Page.
<b>Upload Quality</b>	Default rendering quality to be posted.
<b>User List</b>	List of Users currently in the Studios in the Studio List.
<b>User Profile</b>	Editable user information on the system.
<b>username</b>	User login name.
<b>Web Interface</b>	Web-based interface that allows navigation on the Rocket Network and provides a base of information to the user.